

"Cigar" Island (Coast of Vietnam)

1968

A Rapid Fire 2 scenario V1.0.6 (2/10/11)

By Mark Piper

(Platoon level game)

Background

Elements of the 1st (Armored) Cavalry Squadron and the 1st Battalion, 7th (Airmobile) Cavalry Regiment operating along the coastal area of "Cigar Island", have been tasked with securing an LZ near an unnamed village as a base to assault elements of the 3rd NVA Regiment. Unbeknown to them, Communist forces in the area were deployed in ambush.

The Wargame Scenario

The game is played on an 8' x 6' table. Heavy vegetation is treated as dense woods. Elevations affect movement. Buildings start intact. The game is a maximum 8 moves long.

This is a platoon level game using a figure and vehicle scale of approximately 1:1.

Points are awarded for eliminating enemy forces (by destruction, rout, surrender or capture) as follows:

- M48A3 tank - 10 points
- helicopter gunship - 6 points
- helicopter transport, APC - 4 points
- infantry - 1 point

To win, the Free Forces must inflict at least 80 casualty points and have at least 25 points of "combat capable" forces within 16" of either objective.

To win, the Communist must inflict at least 120 casualty points and have at least 10 points of "combat capable" forces within 16" of either objective.

Sources

"Search and Destroy - The Story of an Armoured Squadron in Vietnam", Keith Nolan.

"Contact ! Contact !" scenario, Tropic Lightning supplement, Wargames Illustrated # 282 (April 2011), Flames of War Vietnam.

Free Forces Order of Battle - elements 1st (Armored) Cavalry Squadron and 1/7th (Airmobile) Cavalry

[On-board - deployed]

1st Platoon, A Troop, 1st (Armored) Cavalry Squadron - regular

(test by section)

HQ section

M113* (ACAV)
CO, medic

M113* (ACAV)
8 figures, 2 x M60 LMG, 2 x M79 Grenade Launcher, M72 LAW

M125* (81mm) mortar track
3 figures

tank section

2 x M48A3* (90mm)

2 x scout sections (reconnaissance)

each 2 x M113* (ACAV)

*Treat as AFV mounting a gun for tests vs enemy infantry in the open

C Troop, 7/17th Cavalry "Blue Ghosts"

2 x UH-1B Hog **

** independent "vehicles" for morale purposes

[off board - delayed reserve]

A Company, 1st Battalion, 7th (Airmobile) Cavalry Regiment - elite

HQ***

CO + 5 figures, medic, Kit Carson scout, dog handler [turn 3]

*** highest level HQ for all Free Forces for morale purposes

mortar section 9 figures, 3 x M29 81mm mortars**** [turn 5]

**** can be observed for by any infantry element of the company

1st & 2nd platoons each 33 figures [turn 3 & 5] test @ 17 casualties

HQ section 3 figures

3 x rifle squads each 8 figures, M79, M72 LAW

weapons squad 6 figures, 2 x M60 LMG

Aviation platoon [turn 3 & 5 - must land together]

4 x UH-1D slicks

Free Forces Deployment and Arrivals

All elements of 1st (Armored) Cavalry Squadron and C Troop, 7/17th (Airmobile) Cavalry start deployed anywhere in their own table half, at least 12" from the table centre and at least 18" from the side table edges. Infantry elements start mounted. Vehicles and gunships are considered moving. Only the scout sections may move in free forces turn 1.

All elements of the 1st Battalion, 7th (Airmobile) Cavalry Regiment are held off board in delayed reserve. Starting with turn 2 roll 1D6. On a 5 or 6 one platoon may arrive next turn. On turn 4 roll 2D6. On each 5+ another platoon arrives from reserve (1 turn delay). Platoons that arrive do so using the helicopter rules. Free forces move first.

Communist Order of Battle - elements 3rd NVA Regiment, 2nd NVA Division

all troops are regular except sappers which are elite

[on-board - more than 6" from any Free Forces combat capable element on turn 1]

infantry company

HQ	3 figures + OP team (120mm)*
2 x platoons	each 36 figures - test @ 18 casualties
	HQ CO + 5 figures, 60mm mortar, Type 58 LMG
	3 x squads each 9 figures, B41 LAW (RPG-7)
gun platoon	3 figures, Type 52 75mm recoilless gun (attached)

[off board - guerrilla reserve]

infantry battalion HQ** (1)

CO + 5 figures, 1 x independent sniper team

**Highest level HQ for all NVA forces for morale purposes

MG platoon 9 figures, 3 x Type 57 HMG

mortar platoon Type 53 82mm mortar, 3 figures - observed by any figure from Infantry Bn HQ

sapper company (2) - elite

HQ CO + 3 figures, B41 LAW (RPG-7) + OP team (82mm)***

2 x sapper platoons (each 32 figures - test at 16 casualties)

HQ CO + 4 figures, 60mm mortar, flamethrower

3 x squads each 9 figures, 60 mm mortar, B41 LAW (RPG-7)

AA platoon (3)

HQ 3 figures

3 x AA squads each 3 figures, type 54 12.7mm MG

[additional assets]

platoon, Divisional Mortar Company (off-board)

3 x Type 53 120mm mortars

2 figure OP team - attached to a infantry company HQ *

mortar platoon (off board)

3 x Type 53 82mm mortar

2 figure OP team - attached to a sapper company HQ ***

fortifications (may be placed on any turn after turn 1 - maximum 4 per turn)

8 x booby traps - treat as unmarked minefields (rule 12.16)

Communist Deployment and Arrivals

The communist infantry company deploys in the first communist move, anywhere on board more than 6" from any Free Forces combat capable element. They do not start dug-in or gone to ground, and are not considered moving.

The remainder of the communist force is held off-board in guerilla reserve. At the beginning of communist turn 2 roll a D6. On the following communist turn roll 2D6. On the third turn roll 3D6 and so on. For each 5 or 6 one infantry unit, higher level HQ or heavy weapon unit arrives. The maximum number of units that can arrive from guerrilla reserve is equal to the number of units waiting in guerrilla reserve.

Snipers are treated similarly to OPs. Where snipers are forced to move, they cannot fire in that turn. Snipers must move if they are within 3" of enemy elements OR 9" of enemy snipers. Snipers have a range of 24". They must nominate a specific, single figure target (on foot or in a soft skin vehicle) before firing. Field of fire to the target is not blocked by other figures in the same element. To hit, throw a D6 and the score required is a 4, 5 or 6 (5 or 6 if the target is gone to ground or in soft cover, 6 if in hard cover).

The communist special rules **Born in the North to Die in the South**, **Guerrilla Deployment**, **Guerrilla Reserve** and **Booby Traps** apply. The sapper company does not use the "Born in the North to Die in the South" special rule.

Scenario Map (8' x 6')

